Feedback from Users on a Design of Web-Based Inventory and Product Ordering System for a Uniform Maker.

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ABSTRACT

In this globalization era, access to information can be done easily using the internet. The infographics show that nearly a quarter of Indonesia's population use internet to search for data and information they need and to conduct their businesses. This paper is part of a report in developing a web-based inventory and product ordering system for a uniform maker. The system was built using PHP programming language while MySQL was used for its database design. This design involves four actors namely administration, store, garment maker and users. The first step for the system design used the Unified Modeling Language (UML). To produce fast and good results, the was developed using Rapid Application Development (RAD). This paper provides the feedback obtained from questionnaires distributed to the users. The 32 respondents provided satisfactory feedback.

Key words: Information Systems, RAD, UML, Design.

1. INTRODUCTION

PD. Devi Khusus is one company that is engaged in the uniform maker home industry. Uniforms are made starting from the kindergarten / preschool to high school uniform. The goods that are sold in the form of school equipment ranging from uniforms, caps, socks, belts, and tracksuits.
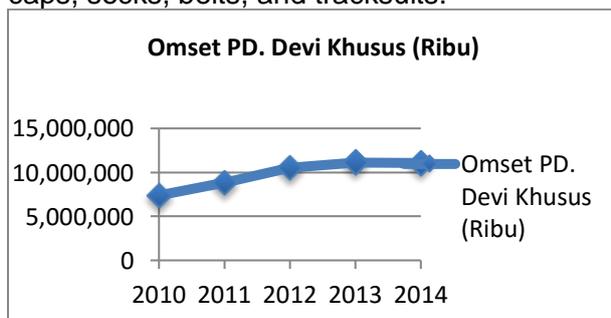

Fig. 1 revenue chart in 2010-2014.

In an effort to increase revenue, PD. Devi Khusus need to develop an information system for the customer and product inventory. The others uniform maker applied a uniform ordering system online. With this competition as the development of trade and technology, and then the PD. Devi Khusus is necessary to apply similar things intended to make potential customers aware of products uniformly Special Devi. Based on the existing problems, it needed an information system that can control the data items in the warehouse / shop (stocking) and data ordering goods by consumers.

2. THEORETICAL BACKGROUND
2.1 Information System
The information system is a network of procedures that are interconnected, gathered together to perform activities or the completion of a specific target. (Design of Information Systems and Applications, Kristanto, 2003).

2.2 RAD (Rapid Application development)
According to Pressman (2002), RAD is a software development process model that emphasizes the linear sequential development cycle is very short. RAD Model is an adaptation of "high speed" of the linear sequential model where rapid development can using component-based construction approach. If the requirements are well understood, RAD process allows the development team created the "functional system intact" in a very short period of time (approximately 60 to 90 days).

2.3 UML (Unified Modelling Language)
Unified Modeling Language (UML) is a family of graphical notation that is supported by

meta-single model, which enables the description and design of software systems, especially systems built using object-oriented programming (OO) [Martin Fowler, 2005].

3. RESEARCH METHOD

In this study, the method used for the development of the system is Rapid Application Development (RAD) method, where this method has three phases of development, ie: the requirement planning phase, the RAD design workshop phase, and the implementation phase.
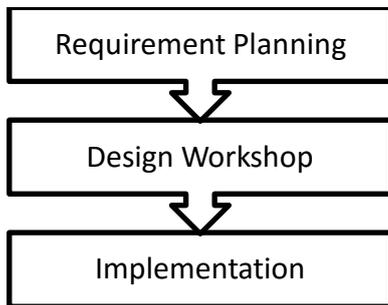

Fig. 2 RAD Model Kendall & Kendall, 2008

3.1 Requirement Planning Phase

In this phase, process to identify the purpose of making a web-based information systems and identify the requirements of the emerging information system goals are perform. The result will be used in the next phase.

3.2 Design Workshop Phase

In this phase the system design process are done, which is carried out in 3 stages: process design, database design, and user interface design.

3.3 Implementation Phase

The implementation phase is the final phase of the development of information systems programs contained in the model RAD. This phase has two activity: testing and user feedback.

4. RESULT AND DISCUSSION

From the 32 respondents were involved, the feedback obtained from the use of this information system is as follows:
The feedback is the result from 3 questionnaire:

1. Web-based information system for inventory and ordering is easy to use.
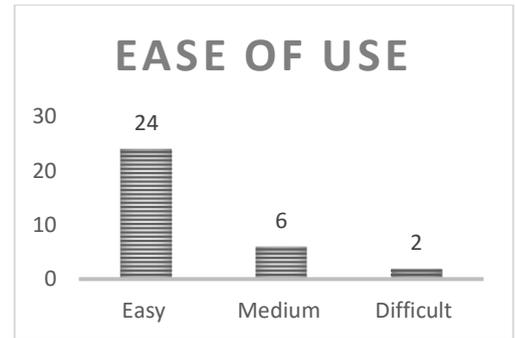

Fig. 3 First Feedback

2. Will have a big impact if the methods of inventory and ordering changed from conventional methods to a computerized method.
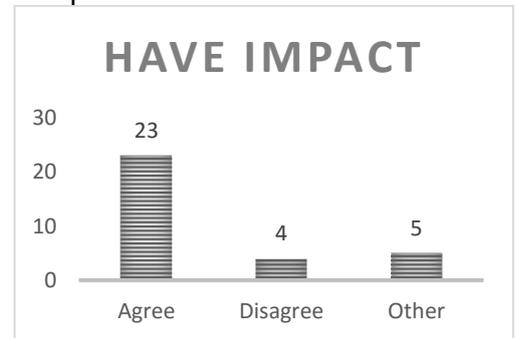

Fig. 4 Second Feedback

3. The user interface of the application inventory and ordering system easy to understand and use.
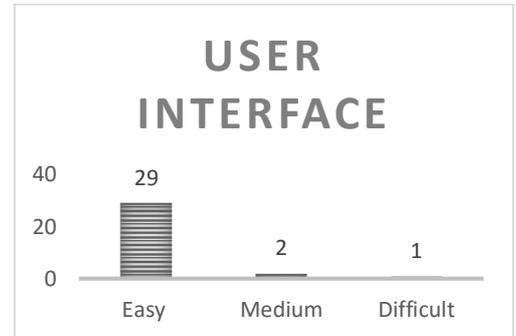

Fig. 5 Third Feedback

The results of user feedback by issuing several questionnaires suggest that the web-based information system for inventory and uniform ordering can be used to meet the user needs.

5. CONCLUSION

The conclusions that can be drawn from the development of information systems for inventory and ordering uniforms are:

1. Development of information systems, using models of Rapid Application Development (RAD), assist in the adjustment of systems required by the organization.
2. With the development of the website can be easier for consumers to order online, so no need to visit a store to buy the products needed.
3. The advantages of the use of information systems in this organization is time efficiency, cost efficiency, simplify the process of checking the raw materials and finished goods, facilitate data collection distribution of finished goods and raw materials, minimize errors in the ordering process, minimizing the cost to purchase the paper.
4. For the users, the information system will facilitate the of ordering data process, facilitate the payroll process of tailors and employee, financial data can be recapitulated with easy and detailed in terms of income and expense, and simplify the financial reporting.

6. REFERENCES

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